CLAIMS

1. Game software being a program for getting a computer to execute the following processes, comprising:

a process for producing virtual game space, for producing virtual game space where an operation character can move with an operation of a controller connected with said computer;

a process for setting invisible item, for setting a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

a process for computing item distance, for computing a distance in said virtual game space between said operation character and said invisible item set at said position for obtaining;

a process for controlling sound producing, for producing predetermined sound according to a distance computed by said process for computing item distance, and outputting from sound output means connected with said computer; and

a process for executing processing for obtaining invisible item, for executing processing for obtaining said invisible item for said operation character in such a state said distance computed by said process for computing item distance becomes a

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predetermined value or lower.

2. The game software according to claim 1, wherein said process for controlling sound producing changes a style of outputting sound outputted from said sound output means according to said distance computed by said process for computing item distance.

3. The game software according to claim 1, wherein said process for setting invisible item controls to move said position for obtaining in said virtual game space.

4. A game machine, comprising:

means for producing virtual game space, for producing virtual game space where an operation character can move with an operation of a controller connected with said game machine;

means for setting invisible item, for setting a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

means for computing item distance, for computing a distance in said virtual game space between said operation character and said invisible item set at said position for obtaining;

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means for controlling sound producing, for producing predetermined sound according to a distance computed by said means for computing item distance, and outputting from sound output means connected with said game machine; and

means for executing processing for obtaining invisible item, for executing processing for obtaining said invisible item for said operation character in such a state said distance computed by said means for computing item distance becomes a predetermined value or lower.